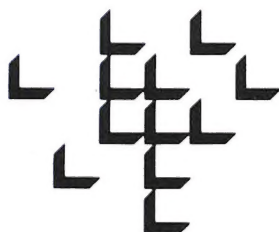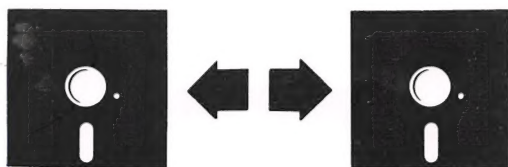# MEDIA MASTER™

Disk-to-Disk
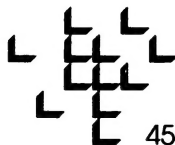## Format Conversion Software

INTERSECTING CONCEPTS

MEDIA MASTER™

Disk-to-Disk
Format Conversion Software

InTERSECTINC CONCEPTS

4573 Heatherglen Ct.
Moorpark, CA 93021

(805) 529-5073

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WELCOME

Congratulations! Your decision to purchase MEDIA MASTER software has made your computer compatible with up to 50 other computers.

MEDIA MASTER is designed for one simple purpose – to transfer files in an efficient manner between diskettes that are "foreign" to your computer system.

Your distribution package should include this manual, End User Agreement, and the program diskette. You should look for an additional information file "READ.ME" on the program diskette. This file may be included to provide additional information or documentation corrections that have become available since the printing of this manual.

Registered owners of MEDIA MASTER software will be mailed regular update notices and information about obtaining subsequent releases of the products you have purchased. The only way to register your ownership is to sign and return to Intersecting Concepts, Inc. one copy of the enclosed license agreement.

We are confident that you will find MEDIA MASTER a valuable addition to your software library. As you become familiar with the program, please feel free to drop us a line describing your likes, dislikes, and suggestions for improvements. Most of the improvements to other versions of MEDIA MASTER are a direct result of user feedback.

SELECTING YOUR WORKING COPY OF MEDIA MASTER

Your distribution disk should include the following files:

MM2.COM	MM.COM (optional)
MMOVL1.OVR	MMSMALL.COM (optional)
MMOVL2.OVR	MMFMT.COM (optional)
MMINSTAL.COM	READ.ME (optional)

Your distribution disk contains two versions of MEDIA MASTER. The first version is a single file called "MM.COM". It is optimized for use on floppy-disk based systems, but will run on hard disk based systems as well. It will not, however, allow you to directly transfer "foreign" files to a hard disk or RAM disk.

If your distribution diskette does not contain the file "MM.COM", then it will contain the files "MMSMALL.COM" and "MMFMT.COM". These two files together are functionally identical to "MM.COM", except they require less memory to run. "MMSMALL.COM" provides all of the functions of "MM.COM" except for formatting, which is performed by "MMFMT.COM". In some cases (Osborne versions, for example) all three files are provided.

The second version of MEDIA MASTER consists of three files; a root file named "MM2.COM" and two overlay files labeled "MMOVL1.OVR" and "MMOVL2.OVR". This version is designed to allow direct transfers between the hard disk or RAM disk and "foreign" diskettes as well as between diskettes. However, this version must be run from a non-floppy drive, since the program must load the overlay files to perform different functions. In addition, you must be sure that the drive containing these three files is the currently logged drive before invoking the program. For

example, if your hard disk containing these three files is drive "E:", then you should type "E: <return>" to get the command processor prompt "E>". Then you can invoke the program.

Before proceeding, you should type or print the "READ.ME" file (if it exists) for possible special instructions regarding your working version of MEDIA MASTER.

CREATING YOUR WORKING
COPY OF MEDIA MASTER

The following paragraphs describe the steps needed to get MEDIA MASTER installed on your computer.

FOR FLOPPY DISK BASED COMPUTERS:

1. Boot up the CP/M operating system. Create a bootable system diskette using the operating system utilities supplied with your computer. Make sure that the program "PIP.COM" or "PIP.CMD" is copied onto the disk from your original CP/M distribution disk.

2. Place the newly created bootable disk in drive A:. Place your MEDIA MASTER distribution disk in drive B:. Perform a disk reset by pressing the Control key and "c" key simultaneously.

3. Transfer the MEDIA MASTER program to the bootable system diskette by typing the following commands:

   For DEC Rainbow, Osborne Executive, and Kaypro II/2 owners:
   PIP A: = B: MM.COM <return>

   For Osborne 1, Vixen, and Kaypro 2x, 4, and IV owners:
   PIP A: MM.COM = B: MMSMALL.COM <return>
   PIP A: = B: MMFMT.COM <return>

4. Remove your distribution disk from drive B: and store it in a safe place.

FOR HARD DISK BASED COMPUTERS:

1. Boot up the CP/M operating system. Place the MEDIA MASTER distribution diskette in any floppy drive. Perform a disk reset

by pressing the Control key and "c" key simultaneously.

2. Transfer the MEDIA MASTER root program, overlay files, and install program to the hard disk by typing:

   PIP E:MM.COM=A:MM2.COM<return>
   PIP E:=A:*.OVR<return>
   PIP E:=A:MMINSTAL.COM<return>

NOTE: The above assumes the hard disk is drive "E:" and the floppy disk is drive "A:". You will have to substitute the appropriate drive letters for your system.

THE INSTALL PROGRAM

Your MEDIA MASTER software as configured from the factory assumes that the first floppy disk drive in your system is logically named drive "A". If this is not the case for your computer (a fair number of hard disk users fit into this category), the "MMINSTAL.COM" program will reconfigure your MEDIA MASTER software for the proper physical to logical drive mapping.

To start the install program, log onto the drive containing the MEDIA MASTER software, and type "MMINSTAL<return>". You will then be asked questions regarding the MEDIA MASTER program (generally "MM.COM" or "MM2.COM") you wish to modify, and the desired physical to logical drive mapping. After answering these questions, the install program will create a new MEDIA MASTER program file according to the name you specify.

OVERVIEW OF OPERATION

If you are an experienced computer user, you can probably get MEDIA MASTER to perform commands for you by just reading the next few paragraphs. However, we recommend that you read this manual completely before performing the ERASE, FORMAT and COPY selections on the Main Menu.

Before starting the program, you first log onto the drive containing MEDIA MASTER. This is to ensure that the overlay manager in the hard disk version will be able to locate the overlay files correctly. Then start the program by typing "MM<return>". In a few short moments, you should see the main menu.

You will note that after choosing any menu selection, a message appears in the upper left-hand corner that tells you which keys to press (for example, ESCape) to back up to the previous step. This is a simple reminder that you can always back up to the previous step in MEDIA MASTER at each menu level.

There are eight menu selections available on the Main Menu. To make a selection, you press a number from one through eight.

Menu selection 1 (LOG IN a New Diskette) must be used prior to performing any operation on a "foreign" diskette. You select a drive (example – "A") and then a format. The format selection is made with a letter from "A" through "Z". The program then automatically displays the directory of the new diskette. You press any key to return to the Main Menu.

Menu selection 2 (FORMAT a Diskette) allows you to format a blank diskette in any of the "foreign" formats supported by MEDIA MASTER. You select the drive used to format the diskette followed by the "foreign" format you wish to use. At the end of the

FORMAT and VERIFY process, you are given the option of formatting another diskette in the same "foreign" format or returning to the Main Menu. You press any key except "Y" to return to the Main Menu.

Menu selection 3 (COPY File(s)) allows you to transfer files between disks in any of the available formats, provided they have been identified through the LOG IN of menu selection 1. You enter a source file specification ("d:srcfile.ext<return>") to perform the COPY. If you do not know the exact name of the file you wish to transfer, then enter the drive letter and colon, followed by <return>. The program will display the directory directly below the prompt so you can choose the appropriate file name. Wildcards "*" or "?" may be used in the source file specification, as well as the conditional wildcard "#".

MEDIA MASTER copies files in the same manner as the CP/M "PIP" utility. It first creates a temporary file with a dollar sign extension. After the file has been successfully transferred, it erases the old file (if there is one) and renames the new file with the proper extension. Thus you are assured that old files are not erased before new ones have been successfully copied.

Menu selection 4 (DISPLAY Directory) allows you to get detailed file and disk space allocation information on screen. You enter a file specification (for all files, enter "d:<return>") to perform the directory. Wildcards ("d:*.com<return>") may be used to obtain space allocation of specific groupings of files.

Menu selection 5 (ERASE File(s)) allows you to remove one or more files. You enter a file specification "d:*.asm<return>"). Again, if you don't know the filename to use, just enter the drive letter, colon, followed by <return> to display the directory. After accepting your file specification, the program will display the files to be erased on the system console. You press "Y" for YES to ERASE the listed files, or any other key to not ERASE the files.

Menu selection 6 (PRINT Directory) works the same as the DISPLAY Directory function except the output is sent to the printer instead of the system console.

Menu selection 7 (CHANGE verify or user #) allows you to turn on or off the verify or write function, and select source and destination user numbers for file operations. Note that the verify function only affects operations on the floppy disk drives, and not on the hard disk or RAM disk drives.

Menu selection 8 (EXIT to Operating System) allows you to return to the operating system. You press the "8" key to begin to EXIT. You then install your system diskette in the "A" drive and press any key except "ESCape" (main screen key on DEC Rainbow) to EXIT to the operating system. If you press the "ESCape" key, you will be returned to the Main Menu.

Brief Example

Let's outline the steps to transfer all files from a DEC VT 180 diskette to an IBM PC-DOS 1.0 diskette on your floppy disk-based computer:

"Boot up" the CP/M operating system on drive A:. Make sure the diskette in drive A: contains the "MM.EXE" program.

Start the program by typing "MM<return>". FORMAT a diskette on drive B: by using menu selection 2. You choose the B: drive and the IBM PC-DOS 1.xx (DSDD) format.

Install the VT180 diskette in drive A:. LOG in the VT180 diskette in drive A: and the IBM PC-DOS 1.0 diskette in drive B:. You use menu selection 1 in both cases.

Use menu selection 3 to COPY files from the DEC VT180 diskette to the IBM PC-DOS 1.0 diskette. The source file specification is "A:*.*<return>". The destination drive is "B".

After the Main Menu reappears, use menu selection 4 to DISPLAY the directory of the IBM PC-DOS 1.0 diskette. You enter"B:<return>" to the file specification prompt.

Now you have those DEC VT180 files on a diskette that is compatible with an IBM PC! You could have performed the same procedure to transfer files from the IBM PC disk to the DEC VT 180 disk by switching names in the above procedure.

If you do not have two floppy drives, then the procedure is similar. You must first transfer the files from one "foreign" diskette to the hard disk or RAM disk, then LOG IN the other "foreign" disk in the floppy drive and transfer the files from the hard disk to the second disk.

DETAILED OPERATION
DESCRIPTION

In this section, we'll describe in detail how to use each of the individual Main Menu selections in MEDIA MASTER. Be sure you have made a backup of your distribution diskette before proceeding.

Before starting the program, log onto the disk containing the MEDIA MASTER program. For example, if you have installed the program drive E:, then you type "E: <return>" to log onto the E: drive. At this point you should see the CP/M prompt "E>". You start the program by typing "MM<return>". (Recall that in the installation procedure, the "MM2.COM" version was renamed to "MM.COM".) In a few seconds the Main Menu should appear.

To make a selection from the menu, just press the appropriate number key from one through eight.

If you find that you made a valid selection but it was not the selection that you really wanted, you may "backup" to the Main Menu by pressing the "ESCape" key (the previous screen key on the DEC Rainbow). This "backup" function may be used at any prompt to move you towards the Main Menu.

Status Display

At the bottom of the Main Menu, status information is displayed. In particular, the state of the VERIFY flag, From User number, and To User number are shown. The currently logged disk type for each floppy drive in your computer is displayed as well.

Menu Selection 1 – LOG IN a New Diskette

This command is used to tell MEDIA MASTER what type of diskette it is working with on a particular drive. It is very important that you perform this command before performing any of the other Main Menu selections. Some of the available disk formats have the same physical characteristics and differ only by sector skew values, making it nearly impossible for any program to distinguish the difference.

You may be used to the "control c" disk reset function in CP/M, and the LOG IN selection provides the same sort of function. However, unlike CP/M, you can change diskettes in a particular drive and not LOG it in, provided that the diskette is the same format as the previous one.

The default disk format selected during program startup is the one that is normally used with your computer/operating system combination. If you are using the default format, and you have not performed a LOG IN with a different format, it is legal for you to select other Main Menu options without performing the LOG IN function. In addition, you could switch diskettes before making a new Main Menu selection as long as the new diskette was of the same format. This feature allows you to use MEDIA MASTER on your "native" diskettes and not worry about performing a LOG IN at all.

Completing the LOG IN is a two-step process. The first prompt asks you to select a drive. You make the drive selection, and then the system console will display the available disk formats. Note that additional menu selection screens can be displayed by selecting the appropriate letter to choose the next or previous format screen. You select a format by pressing a letter.

The program will then display "Performing LOG IN . . ." and test the diskette to see if the physical characteristics of the diskette match the selection you chose. If there is not a match, one of the

possible error messages will be displayed on the system console until you press a key. Then the format selection menu will reappear so that you may choose a new format.

At the end of the physical sector check, menu selection 4 (DISPLAY Directory) is automatically called to display all files on the new diskette. You press any key to return to the Main Menu.

MEDIA MASTER's LOG IN checks are not foolproof! If the directory appears "garbled," or has no files listed when you know there should be, then there is a good chance that the wrong format has been selected. You should recheck your LOG IN selection before attempting to COPY or ERASE files.

Menu Selection 2 – FORMAT a Diskette

The FORMAT selection allows you to prepare a "foreign" diskette on your computer.

Some versions of MEDIA MASTER (for example Osborne 1 and Kaypro II) are designed to run with single-sided disk drives, yet show computers on the format list (like the IBM PC) that have double-sided drives. In these cases, the diskette used for transferring files between the two computers must be formatted single-sided. For example, on the IBM PC, the command to format a single-sided disk would be "FORMAT B: /1<return>". When you use MEDIA MASTER to format a disk in this situation, it will automatically use the single-sided format.

> DEC RAINBOW OWNERS: Your computer has 96 track per inch drives, while most other computers have 48 track per inch drives. When you format a diskette using your Rainbow and MEDIA MASTER, be sure that it is either a new or bulk erased disk, and not a Digital RX50 diskette! You cannot completely erase or reformat a diskette created on a 48-track drive computer such as the IBM Personal Computer. You can, however, reformat a 40-

track diskette that was created using your Rainbow and MEDIA MASTER into another 40-track format. (See also Menu Selection 3 – COPY File(s))

After pressing menu selection 2, you select the drive used to FORMAT the diskette. Then the program asks you to select the FORMAT type. You select a format by pressing a letter. Note that additional menu selection screens can be displayed by selecting the appropriate letter to select the next or previous screen. Once you have made the selection, place the diskette in the drive and press any key to start the FORMAT operation.

If no errors are encountered, MEDIA MASTER will first FORMAT, then VERIFY the diskette. If the VERIFY is successful, you will be prompted to FORMAT another diskette. If you wish to FORMAT another diskette in the same "foreign" format, just press the "Y" key for "YES", insert the new diskette, and press any key to begin.

If you do not press the "Y" key, the program will return to the Main Menu so you may choose a new format or EXIT.

Menu Selection 3 – COPY File(s)

This command allows you to transfer files between disks, provided that you have satisfied requirements of the LOG IN command of menu selection 1.

Before attempting to COPY files, you must be sure you have selected the proper "From" and "To" user numbers. See menu selection 7 for instructions on selecting user numbers.

> DEC RAINBOW OWNERS: Your computer has single-sided 96 track per inch drives, while most other computers have single- or double-sided 48 track per inch drives. You should never attempt to write onto a 40 track diskette (like those used with the IBM PC) with your Rainbow unless the diskette was originally created with your

Rainbow and MEDIA MASTER. In the same manner, when transferrng information from the Rainbow to the 40-track drive computer, you should treat the 40-track transfer diskette as a "READ ONLY" diskette on the 40-track drive computer.

This may seem a little confusing, so let's describe an example, assuming that you have a Rainbow at work, and an IBM PC at home. When you want to transfer files from the IBM PC to the Rainbow, you first format a single-sided IBM PC diskette (as described in the previous paragraphs) on the IBM PC and copy the files of interest to it. Then you use your Rainbow and MEDIA MASTER to transfer those files to a Rainbow working diskette.

After you have completed the work on the Rainbow, and would like to transfer the information to the IBM PC, you use MEDIA MASTER to FORMAT an IBM diskette (see Menu Selection 2) and transfer the Rainbow information to this "pseudo" IBM diskette. Then you take this diskette to the IBM and transfer the information to a working IBM diskette.

The first prompt you encounter is one asking for the source file specification. The syntax for the file specification is similar to your operating system's, but you must include a drive specifier "d:" at all times. You may include wildcard "*" or "?" or conditional wildcard "#" specifications as well. Don't worry that you will forget the syntax and make errors. MEDIA MASTER will not let you make syntax errors. If you press a key that is not legal, it simply will not be recognized. You may erase entries by using the "backspace" key.

You may obtain the directory of the drive in question by just typing the drive letter, colon and <return>. The directory will then be displayed below the prompt so that you can choose the appropriate filename.

You enter the source file specification followed by <return>. The following are examples of legal source file specifications:

a:filname.ext, a:filname,a:-.025,b:fil*.ext, b:filname.*,b:*.*

As is the case in CP/M, the following characters are illegal in all filenames and extensions: space' ', left bracket'[', period'.', right bracket']', comma',', equals'=', semicolon';', less than'<', colon ':, greater than '>', underline '__', and slash '/'.

If you entered a wildcard "*", "#", or "?" specifier in the source file specification, you will be prompted to select a destination drive which is different from the source drive. You make the drive selection by pressing a letter.

If you do not enter a wildcard specifier in the source file specification, you will be prompted to select a destination file specification. The destination file specification is entered in the same manner as the source file specification with two exceptions. First, wildcard "*", "?", "#", specifiers are not accepted as before. Secondly, if you wish the destination file to have the same name as the source file, you need only enter the drive specifier followed by "<return>". For example, if you entered "b: <return>" as the destination file specification, the destination file would take on the same name as the source file.

If you do not enter a wildcard specifier in the source file specification, you may rename a file by specifying the new name in the destination file specification. For example, you could use a source file specification of "a:oldname.file<return>" to rename the file at the same time it was being transferred.

If you have used wildcard "*" specifiers in your source file specification, then files on the destination drive with the same name as files on the source drive will be automatically overwritten. If you only gave one file name in the source file specification, and the file exists on the destination drive the message "Overwrite existing file?" will be displayed. If you wish the file to be overwritten, you

press "Y" for YES. If not, then press any other key and the program will return to the Main Menu without disturbing the file.

The COPY command will continue until no more files on the source drive match your source file specification, or until the destination drive runs out of space. If this happens, DON'T GET UPSET! MEDIA MASTER will pull you through with its disk-full handling.

If the destination drive is a floppy drive and does happen to run out of space, you will be given the option of continuing the COPY that has been interrupted, or aborting the COPY and returning to the Main Menu. If you choose to continue the COPY, replace the full diskette with a new one, and press any key. If you choose to go back to the Main Menu, press the "ESCape" key.

If you continue with a new diskette, the COPY of files will continue where it left off before the diskette ran out of space. No files will be lost or left out. You will find this feature particularly useful when performing wildcard "a:*.*" source file specifications with the source disk having more total file space to transfer than exists on the destination diskette.

The Main Menu will be displayed on the system console when the COPY is complete.

Menu Selection 4 – DISPLAY Directory

This command provides you with on-screen detailed file and diskette space information. There is only one prompt in this command, a directory file specification.

The directory file specification is similar to file specifications previously mentioned. You need only enter "a:<return>" to get a directory of all files on drive A. You may also use the wildcard specifier "*", "#" or "?' to get directory information on selected files.

Let's suppose you only want information about all files on drive "B"

with a file extension of "com". To get pertinent size information on just these files, you enter "b:*.com<return>".

If there is more directory information to display than can fit on one screen, the message "More.. ∧ Z to continue, any other key to quit. . ." will be displayed. If you do not press ∧ Z, then you will return to the Main Menu.

When all of the files have been displayed, you are asked to press any key to continue and return to the Main Menu.

Menu Selection 5 – ERASE File(s)

This command is used to delete files on a particular drive. This command has only one prompt. You are asked to supply an ERASE file specification. The syntax is the same as for the source file specification in Menu Selection 3 – COPY File(s). You also have the same capability to display the directory of the drive before choosing the file specification by just entering the drive letter, colon, and <return>. The directory information will be displayed below the prompt.

For example, let's say you want to ERASE all files on drive "A" that started with the letters "help". The ERASE file specification you enter is "a:help*.*<return>".

All files that match the specification are listed on the system console before they are deleted. If you wish the files listed to be deleted, just press "Y" for YES. If not, press any other key and the ERASE will not occur.

After you make your decision, the ERASE is completed or aborted, and the program returns to the Main Menu.

Menu Selection 6 – PRINT Directory

The PRINT Directory function works the same as the DISPLAY

Directory function except the output is sent to the printer instead of the system console.

Menu Selection 7 – CHANGE Verify or User

The VERIFY flag is sequenced to the ON and OFF states by entering number "1" after selecting Menu Selection 7. The current state of the VERIFY flag is displayed at the lower left-hand portion of the screen. The default state of the VERIFY flag at program startup is ON.

With the VERIFY ON, MEDIA MASTER commands will take more time to complete, since they must perform an additional read and compare function after each write. However, by leaving the VERIFY flag active, you gain a higher confidence in the data stored on the diskette. We recommend leaving this flag ON for data integrity.

MEDIA MASTER provides user number support for transfers involving CP/M diskettes and hard disks. It does this by assigning a "From" user number and a "To" user number. The "From" user number is used for all operations except the destination in a COPY file(s) operation. For example, the DISPLAY Directory, PRINT Directory, and ERASE file(s) menu selections all use the "FROM" user number. Files in other user numbers are ignored.

In the COPY File(s) menu selection, both the "From" and "To" user numbers must be specified. After pressing the "7" key on the Main Menu, you have the option of selecting to change the "From" and "To" user numbers together, or individually by pressing the appropriate number key. After selecting which user numbers are to be modified, you are next prompted for the new user number. You respond by typing the desired user number followed by <return>. The appropriate user number(s) will then be updated on the status display and you will be returned to the Main Menu.

NOTE: User numbers have no meaning on MS-DOS/PC-DOS diskettes, and are ignored.

As mentioned earlier, you can back up to the Main Menu by pressing "ESCape" (previous screen key on DEC Rainbow).

Menu Selection 8 – EXIT to Operating System

This command will terminate program execution and return to CP/M. You are given the option of returning to the Main Menu by pressing the "ESCape" (main screen key on DEC Rainbow) key. In addition, you are requested to insert your system diskette (hard disk users can ignore this request) in the default drive before proceeding. This is to ensure that CP/M will be ready for your next command after the EXIT sequence.

If you choose not to return to the Main Menu, just press any key besides "ESCape", and the program will EXIT to CP/M.

NOTES:

HELPFUL HINTS

Disk Format Nomenclature

The naming convention used by MEDIA MASTER to distinguish disk formats is as follows:

> Single-Sided Single Density – (SSSD)
> Single-Sided Double Density – (SSDD)
> Double-Sided Single Density – (DSSD)
> Double-Sided Double Density – (DSDD)

Where possible, this description accompanies each of the "foreign" format selections to help you choose the correct format.

Programs From "Foreign" Computers

Some, but not all programs "imported" from foreign computers will work on your computer. If the program was designed to be "plain wrapper" CP/M, then it probably will work. If it contains machine-specific code, such as special graphics drivers, then it probably will not work unless an install program accompanies it.

The point to keep in mind here is that MEDIA MASTER does not change the image of the program in any manner. It simply copies the file from one disk format to another. It does NOT, for example, change a CP/M program to run under MS-DOS, and vice-versa.

Universal Data File Formats

Most DATA files are completely compatible. This means that Wordstar files, dBase II data and command files, Multiplan files, and many other types of data files may be freely transferred to and used on another computer. As an example, the same Wordstar file

could be started on an IBM PC running PC-DOS and finished on an Osborne using CP/M!

When transferring data files, we recommend that you attempt to use the software manufacturer's most generic data format. This will help ensure that when you cross operating system boundary lines, the data files will transfer with the least amount of trouble.

For example, when transferring BASIC source program code, first save the program using the ",A" option so that the code is saved in the ASCII format.

Likewise, when transferring spreadsheets, the same techniques can be used. In Multiplan, the standard data format is called the Symbolic Link (SYLK) format. With VisiCalc, the standard data format is the Data Information Format (DIF). Usually, the different software manufacturers have given their products the capability to use one of these formats.

Remember, MEDIA MASTER can only transfer the data as it is given. It can change the disk format of the file, but cannot change the data format of the file.

Notes on MS-DOS/PC-DOS Diskettes

When performing operations with IBM MS-DOS 2.0-type diskettes, be sure that all files you wish to transfer are located in the root directory. MEDIA MASTER will ignore sub-directory entries and not process files in subdirectories.

You can, however, determine that a subdirectory is present. Just perform menu selection 4 (DISPLAY Directory) and enter "d*.*<return>" to the directory file specification prompt. Then examine the "Other files use" statement at the bottom of the directory. If it is not zero, then a sub-directory exists.

You will also note that when displaying or printing directory infor-

mation, the program truncates the displayed file size to the nearest "k" or 1024 bytes. This means that files occupying less than 1k of disk space will be displayed as occupying Ok.

There is widespread diskette compatibility among MS-DOS/PC-DOS/Z-DOS computers. You will find that most IBM PC compatible computers use one of the formats available in MEDIA MASTER. If you are unsure of which one to use, just pick one and try to LOG IN the diskette using menu selection 1. If it is the wrong choice, MEDIA MASTER will tell you to try another format.

The following is a list of computers we know are compatible with one of the MEDIA MASTER PC-DOS formats: Compaq, Eagle PC, Corona PC, Chameleon, Hyperion, Heath Z100 ZDOS, TI Professional MS-DOS, Leading Edge PC, Olivetti PC, OSM-PC, Polo, Sperry PC, Tava PC, Columbia PC, Otrona, Visual, Televideo TPC-II, and Sharp PC-5000.

For Hard Disk Users

For your convenience, MEDIA MASTER is not copy-protected and may be installed on your hard disk. This allows you to run MEDIA MASTER from the hard disk, as well as transfer files to and from the hard disk.

Expanding the Number of "Foreign" Formats

We are constantly striving to improve our products. If you would like to see more disk formats supported by MEDIA MASTER—we're willing to help. Here's what to do: Send us a letter describing the host computer (manufacturer, model number, operating system, and anything you can find relating to disk statistics), your name, address, and phone number. If your format is chosen, we will ask you to send us a disk for further investigation. If we can add the format to the program, we will send you an updated copy of MEDIA MASTER for your trouble.

Frequently Asked Questions

Why isn't Apple on the list of supported formats?

Unfortunately, Apple DOS or CP/M formats will never be on the list. Your computer uses an integrated circuit disk controller which is capable of recognizing two recording formats. The Apple recording format is different from these two formats, so it is impossible for your computer to recognize the Apple recording format.

Is MEDIA MASTER copy protected? Can it back up copy protected disks?

MEDIA MASTER is NOT copy protected, and may be moved to your hard disk or backed up as needed. However, the program will not back up copy protected disks.

Does MEDIA MASTER run on other computers?

Due to the nature of performing disk format conversion, MEDIA MASTER as configured for your computer will not run on any other computer (unless it is hardware and software compatible). At the printing of this manual, there are versions of MEDIA MASTER to run on the following computers: DEC Rainbow 100, IBM PC and compatibles, Zenith Z-100, Osborne 1 (double density), Osborne Executive, Osborne 4, and Kaypro II/2. New versions to support other computers will be available soon.

ERROR MESSAGES

Error 1 – Physical sectors/track do not match with format specified . . . Retry LOG IN on drive A.

During the LOG IN procedure, MEDIA MASTER determined that the physical characteristics of the diskette you inserted did not match with the format you chose from the format selection menu. You should verify that you specified the correct format or try another format.

Error 2 – This is a double-sided diskette!!

During the LOG IN procedure, you specified a single-sided format when the diskette is double sided. Try a new selection from the format selection menu.

Error 3 – This is a single-sided diskette!!

During the LOG IN procedure, you specified a double-sided format when the diskette is single sided. Try a new selection from the format selection menu.

Error 4 – Read error on drive d:

After many attempts, MEDIA MASTER was unable to read a sector it thought it should be able to read. The diskette may be logged in incorrectly or may be damaged.

Error 5 – Cannot read floppy track address on drive d:

MEDIA MASTER was unable to do even the most simple inter- action with the floppy you specified. The diskette is probably damaged or is improperly logged in.

Error 6 – Diskette is write-protected on drive d:

The diskette was supposed to be involved in a write operation, but the write protect notch has been covered with a tab. Remove the tab before retrying.

Error 7 – Unable to seek proper track on drive d:

Same situation as in Error 5.

Error 8 – Write error on drive d:

After several retries on a floppy diskette, the disk controller still was sending MEDIA MASTER CRC errors. It's likely that the diskette needs to be reformatted. If this error occurs on a hard disk or RAM disk, it's likely that the disk is full.

Error 9 – Drive not ready status on drive d:

MEDIA MASTER determined that the drive door is open, no diskette is installed, or the drive does not exist.

Error 10 – No more directory space on drive d:

During a COPY files to a floppy drive, the diskette ran out of directory space. Install a new diskette in the drive and continue.

Error 11 – No more file space on drive d:

Same condition as Error 10.

Error 12 – FORMAT failed on drive d:

The disk controller was unsuccessful in several attempts to format a track. This probably means a serious hardware failure.

Error 13 - VERIFY error on drive d:

The VERIFY function was turned on and the source to destination byte for byte comparison failed. Retry the same operation within the same diskette. If it still fails, replace the diskette.

Error 14 - Source file directory on drive d:

MEDIA MASTER encountered invalid information in the source floppy directory entry. Either the disk is improperly logged in, or there was an undetected read error when the directory information was read from the source floppy. Retry the same operation with the same diskette. If the problem persists, the diskette will have to be substituted.

Error 15 - Unable to locate file on drive d:

No match was found for the file specification given.

Error 16 - Unable to allocate memory . . . Aborting

At program startup, MEDIA MASTER reserves system memory for disk buffering in addition to what is required to load the program itself. If this memory is not available because some other program is occupying it (examples are print spoolers, on-line calculators, etc.), you will receive this error message and be returned to the operating system. The solution is to unload some of these other programs so that MEDIA MASTER has enough room to operate.

INFORMATION ON
SPECIFIC COMPUTERS

Important Notes on Kaypro and Zorba formats!!

Both the Kaypro 2x, 4, 10 (DSDD) and Zorba 40 trk (DSDD) formats have a peculiarity that prevents you from using a disk that is created on the "native" computer. In both cases, the only way to transfer files is to first format a transfer disk in the Kaypro or Zorba format using MEDIA MASTER and your computer. Then use the Kaypro or Zorba computer to transfer files from the "native" disks to the disk you created with MEDIA MASTER. Then, using MEDIA MASTER, you can transfer the files to any format you wish.

Another way of viewing this problem is that disks created on the Kaypro 2x, 4, or 10 can only be used on the Kaypro 2x, 4, or 10, but a Kaypro 2x, 4, or 10 disk created on your computer with MEDIA MASTER can be used on both your computer and the Kaypro computer.

Z-100 users: How to Determine If You Have an Early or Late CP/M-85

There have been two types of CP/M-85 double-sided formats products, with the only difference between them being the number of records per extent. The most recent version has 256 records/extent, with the earlier version having 128 records/extent. MEDIA MASTER currently supports the most recent version with 256 records/extent.

You can find which you have by logging onto the drive containing your double sided CP/M-85 disk and typing the command "STAT

DSK:". If you have the earlier version, you have two options; if you limit file sizes to less than 16k, you can go ahead and use the later double sided format. Otherwise you will have to use the single sided format for transfers.

INFORMATION ON SPECIFIC COMPUTERS

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